

# THOMAS BALAGUER

## Education

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Academy of Art University, San Francisco, California  
Bachelor of Fine Arts in Industrial Design | Product Design | GPA 3.45 | 2010

Honors: Horizon lamp: Red Dot Design Award, Spark Pro Award, Best of NeoCon Silver Award | 2011  
First place in Avatech "Render Us Speechless Contest" | 2010  
Work showcased at AAU Annual Spring Show | 2009 and 2010

Skills: Computer: Photoshop, Illustrator, InDesign, Premiere, Painter, Alias Studio, Showcase, Rhinoceros, Keyshot, Vellum Graphite, Microsoft Office.  
Model Making: Clay, Foam, Fiberglass, Silicon, 3D Prototyping, Laser Cutting, Spray Painting.  
Design: Research and Observation, Presentation Boards, Sketching, Hand Rendering.  
Other: Packaging Design, Brand Identity, Simple Animation, Web Design.  
Languages: French, English

## Professional Experience

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Academy of Art University, San Francisco, Tutor | September 2011 to present

- Tutor the following skill sets: Design Drawing, Rhino, Alias, Showcase, Keyshot, Photoshop, Illustrator, Design Research and Research Presentation.
- Help students better understand their assignments and manage their time more efficiently.
- Explain and develop specific skill sets to improve students' learning and the quality of their work.

Lightbulb Design Studio, San Francisco, Contractor | 2010 to present

- Take preliminary concepts to fully developed specification packages for communication to manufacturers and vendors.
- Provide accurate 3D data, photorealistic renderings along with dimensioned orthographic drawings.

Peter Stathis & Virtual Studio, San Francisco, Intern and Freelance | 2009 -2011

- Participated in the design of the multi award winning Horizon lamp by Humanscale.
- Collaborated with a team of designers to take a product from conceptualization to production.

Astro Studios, San Francisco, Intern | June 2010 - August 2010

- Worked on a multitude of projects, assisting design teams on all aspects of the design process.
- Researched and prepared documentation, generated exploration drawings, 3D models, orthographic views and digital renderings for client presentations.
- Created functional sketch models for proof of design.

Freelance Designer, San Francisco | 2008 – present

- Create 3D models and renderings with a high level of accuracy.
- Propose a wide variety of composed shots.
- Offer strong artistic skills and knowledge of materials, finishes, and processes.

## Other Interests

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Conceptual Art, Computer Graphics, Animation, Architecture, Engineering, Psychology, Extreme Sports.